Worksheet 3: Thinking procedurally Unit 10 Computational thinking



Worksheet 3 Thinking procedurally

- 1. You have been asked to write a procedure to count the number of vowels in a sentence. How can you ensure that the procedure will work for any length of sentence?
- 2. To implement a stack, you would need three procedures: InitialiseStack(stack), AddToStack(stack, item), RemoveFromStack(stack).

The identifiers in brackets are **parameters** defined in the main program and passed to the procedure.

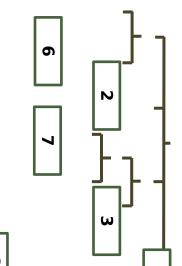
What procedures and parameters would you need to be able to implement a queue?

3. A hierarchy chart can be compared to an upside-down tree, with the root at the top and branches and leaves spreading downwards.

The "leaves" are the lowest level modules and all or most of the detailed program code will be in the "leaves".

In the hierarchy chart below:

- (a) Which are the Level 1 modules?
- (b) Which are the Level 2 modules?
- (c) Which are the Level 3 modules?
- (d) Write down the order in which the modules are executed.



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processData

- 4. What are the advantages of structured programming?
- 5. The following pseudocode program is designed to allow the user to input a series of three numbers and for each set of numbers, find and output the maximum. The maximum is then added to a total. When the user enters 0 for each of the three numbers, the average of all the maximums is calculated and output.

```
SUB initialise
    OUTPUT "This program finds the maximums of sets of three numbers.
            Enter three zeroes when all numbers entered.
            Program then calculates and outputs the average of the maximums"
    total = 0
    n = 0
ENDSUB
SUB promptForNumbers
    OUTPUT"Please enter first number "
    num1 = USERINPUT
    OUTPUT ("Please enter second number "
    num2 = USERINPUT
   OUTPUT "Please enter third number "
    num3 = USERINPUT
ENDSUB
SUB findMax
    maxnum = num1
    IF num2>maxnum THEN
        maxnum = num2
   ELSE
     IF num3>maxnum THEN
        maxnum = num3
    OUTPUT "Max of the three numbers is is ", maxnum
ENDSUB
SUB performCalculations
   total = total + maxnum
   n=n+1
ENDSUB
SUB processData
    promptForNumbers
    WHILE num1<>0 and num2<>0 and num3<>0
        findMax
        performCalculations
        promptForNumbers
    ENDWHILE
ENDSUB
SUB calculateAverage
    average = total/n
    OUTPUT "Average of maximums is ",average
ENDSUB
#Main program starts here
initialise
```

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calculateAverage

Draw a hierarchy chart representing this program. Show the different levels, i.e. Level 1 modules, Level 2 modules etc.